

IN THE CLAIMS

Please take action regarding the claims so that the status is as follows:

1. (Canceled)
2. (Canceled)
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17. (Canceled)
18. (Canceled)
19. (Canceled)
20. (Canceled)
21. (Canceled)
22. (Canceled)

23. (Currently amended) The method of creating ~~an effigy~~ a character according to Claim 28, wherein said step of providing an item which is flexible and is configurable to define a surface which is generally flat includes:

providing an item having first and second surfaces and at least first, second and third edges, and wherein at least one of said ~~feature~~ features is portrayed on said first surface.

24. (Currently amended) The method of creating ~~an effigy~~ a character according to Claim 23, wherein the step of manipulating is accomplished by folding said item.

25. (Currently amended) The method of creating ~~an effigy~~ a character according to Claim 23, wherein the step of manipulating is accomplished by rolling said item.

26. (Currently amended) The method of creating ~~an effigy~~ a character according to Claim 23, wherein the step of manipulating is accomplished by folding and rolling said item.

27. (Canceled)

28. (Currently Amended) A method of creating ~~an effigy~~ a character

comprising the steps of:

providing an item which is flexible and is configurable between first and second configurations and, when in said first configuration, defines a surface which is generally ~~[[flat]]~~ planar;

portraying at a location on the surface, proximate a first edge thereof, a first feature of ~~an effigy head~~ a character, and portraying on the surface a second feature of ~~an effigy head, said first feature unrelated to said second feature when the item is in said first configuration~~ a character, said features giving no suggestion of a complete ~~effigy head~~ character when said item is in said first configuration; and

manipulating the item from said first configuration to said second configuration by overlapping a portion of the item onto another portion thereof in a direction toward said first edge, wherein, when the item is in the first configuration, it serves a blanket function, and, when it is in the second configuration, it gives context to a complete ~~effigy~~ character by simulating a body of the ~~effigy~~ character with the features positioned appropriately with respect to the simulated body formed by the item to suggest the ~~effigy's~~ character's head.